**BRAD LITTLE**GOVERNOR

Wendi Secrist

Executive Director



Trent Clark

Chair

B. J. Swanson Vice Chair

## WORKFORCE DEVELOPMENT COUNCIL

317 W Main Street, Boise, Idaho 83735-0510

Date: Tuesday, November 12, 2019

**Time:** 9:00 AM – 4:00 PM

**Location:** Idaho Commission for Libraries

325 W. State Street Boise, ID 83702

## Joint One-Stop Committee and WIOA Advisory Group Meeting Agenda

9:00 – 9:15am: Welcome & Introductions

9:15 – 9:30am: Today's Agenda/Objectives

 Purpose & Approach: Use existing State WIOA Plan Goals, 2018 Action Strategy Session "Action Plan," Council Strategic Plan and feedback gathered at Listening Sessions to identify goals, strategies and partner commitments for the new WIOA State Plan

9:30 – 10:00am: Overview of Themes and Input from Listening Sessions

10:00 – 10:45am: Group Discussion

Share Takeaways from Listening Sessions

O What did we hear that we already knew?

O What new information did we hear?

What do the themes shared at the listening sessions mean for your

agency?

o What do the themes shared at the listening sessions mean for our

system?

10:45 – 11:00am: Review of Existing State Goals/Strategies

11:00 – 12:00pm: Full Group Goal Setting: Based on what we've just heard and discussed

What do we let go?What do we keep?What do we revise?What do we add?

12:00 – 12:30pm: Lunch & Break

12:30 – 1:00pm: Finalize Goal Setting: Group Discussion to Reach Consensus on Goals

1:00 – 2:00pm: Strategy Setting: Based on what we've just heard and discussed (Small Groups)

What do we let go?What do we keep?What do we revise?What do we add?

2:00 – 2:15pm: Break

2:15 – 3:15pm: Strategy Setting Small Groups Report Out & Full Group Discussion to Reach Consensus on

Strategies

3:15 – 3:45pm: Partner Commitments

3:45 – 4:00pm: Wrap-up and Next Steps

<u>Reasonable Accommodations for Persons with Disabilities</u>: Please send requests three days prior to the meeting to Paige Nielebeck, Idaho Workforce Development Council, 208-488-7560, or paige.nielebeck@wdc.idaho.gov